



OWNERS MANUAL

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INTRODUCTION

GAME-A-TRON PRESENTS A GROWING LINE OF VIDEO GAMES FOR THE AMUSEMENT INDUSTRY. EVER CHANGING - EVER CHALLENGING - EVER PROFITABLE. THE LEADER IS GAME-A-TRON.

The Operators Manual provides information to help in servicing this machine. Problems extending beyond this manual should be handled by experienced technical personell.

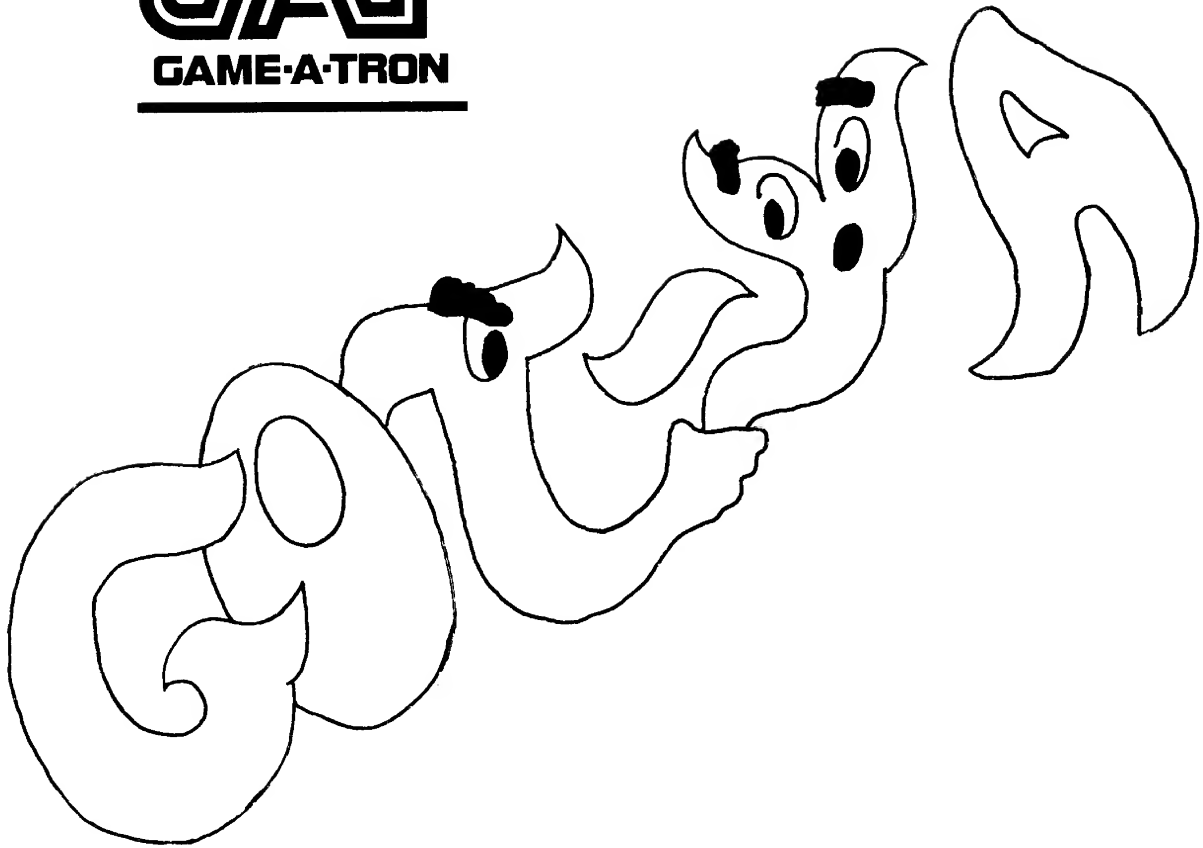
Boards being returned to the manufacturer for servicing should be placed in anti-static bags to prevent damage to the program. Game-A-Tron will not be responsible for damage, due to improper packaging.

Game-A-Tron offers the most realistic graphic displays in the industry. Our space age cabinetry and sound effects enhance player appeal. Advanced electronic design insures minimum maintenance cost and down time, there by increasing profits.

CAUTION

READ MANUAL BEFORE LOCATION SET-UP,
NOT DOING SO MAY CAUSE REDUCED PROFITS.

PART 1



- INSTALLATION -

1. The GOT-YA Game by GAME-A-TRON is for "INDOOR USE", DO NOT install outdoors.

2. WHEN INSTALLING, AVOID THE FOLLOWING PLACES:

- * Near indoor pools or showers
- * Where leaks exist
- * Under direct sunlight
- * Near heaters or other heat emitting devices
- * Where hazardous items are (volatile fluids, gas cylinders etc.)
- * Where vibrations are severe (near construction sites where jack hammers etc. are used)
- * Inclined place
- * Near fire extinguishing equipment
- * Near emergency exits

- CARE IN OPERATION -

1. INSPECTION

- * Are the IC boards and other connectors firmly connected?
- * Connect ground wire as prescribed. (Never connect to gas pipes, water pipes or electrical conduits).
- * Arrange line cords and ground wires in the aisles so they will not be tripped over.

2. CARE IN HANDLING

- * Always turn off power supply switch before handling.
- * Avoid inserting and pulling the plug in rapid succession.
- * Do not check the IC board circuit with a tester.

3. CARE IN USAGE

- * Care should be taken to avoid dragging or dropping the machine when transporting to prevent damage to the CRT.

4. USE FUSE OF STIPULATED RATING

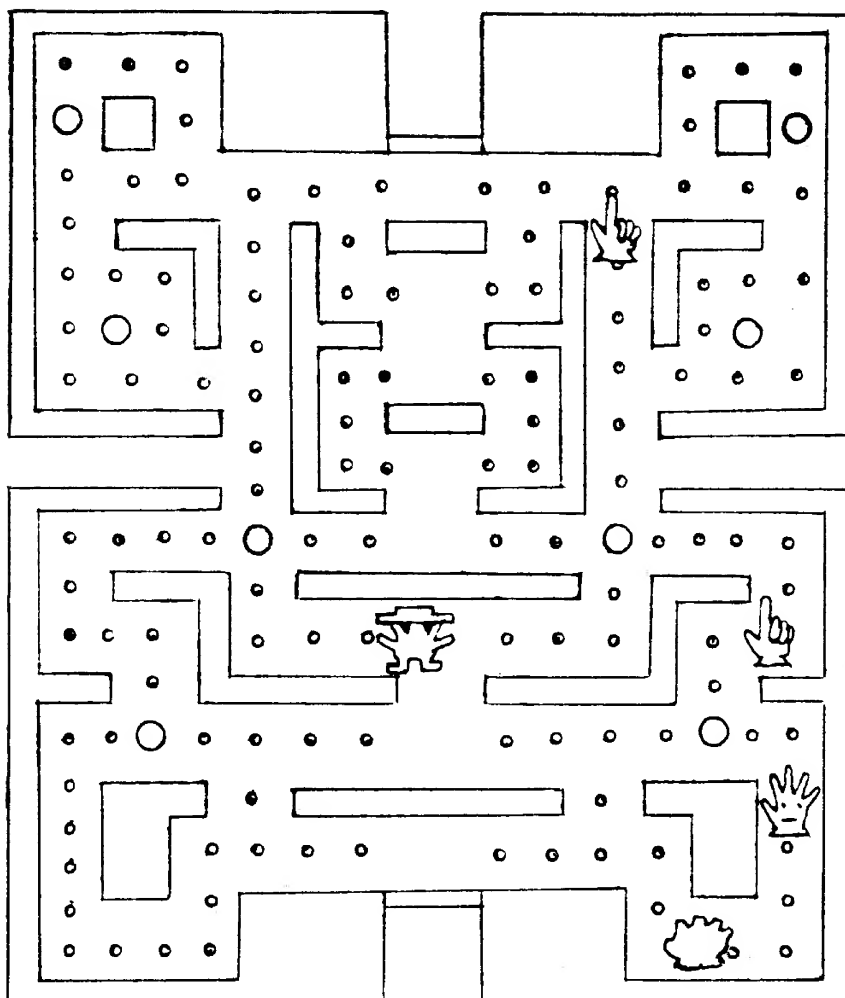
- * As high voltage is present in the monitor and TV PCB, adjustments or repairs should be left to a serviceman and should never be touched by the layman.

HOW TO PLAY

- * One or Two can Play! One Coin - One Play !
- * When coin is deposited, ROCK will come out on the TV
Using the lever, up & down, right & left, eat every DOT
- * To get high scores, erase the Dot by attacking or escaping
from ROCK, SCISSORS or PAPER
- * When \$ DOT is erased, Rock becomes SCISSORS or PAPER by
its corresponding button.
- * ROCK beats SCISSORS. (ROCK breaks SCISSORS)
SCISSORS beats PAPER. (SCISSORS cuts PAPER)
PAPER beats ROCK (Paper wraps ROCK)
- * One symbol changes into one of the two freely.
- * Erasing all the DOTS, the next pattern will come out from the
upper point. Using the lever correctly, you can enter into this
pattern. Challenge higher scores by eating the DOT energy.
- * Continuous play is possible. When the game is over and there
still comes out the Continue Game Sign, continuous play is
possible by pushing either One Play or Two Play button al-
ready credited

If new play is required, start the game after the Continue Game
Sign fades away.

1UP HI-SCORE 2UP



PART 2

ADJUSTMENT OF GAME PC BOARD - ADJUSTMENT OF DIP SWITCH

SW 2: GAME DIFFICULTY

Con.	ON
Lib.	OFF

SW 3: EXTRA BONUS ONE OVER 15000 POINT.

YES	ON
NO	OFF

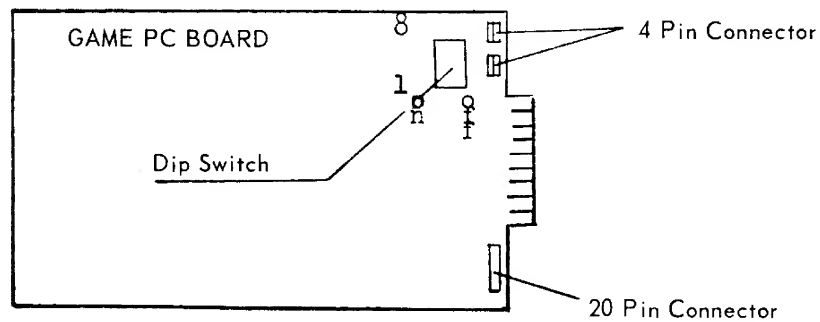
SW 4: NUMBER OF OWN PLAYER

3	ON
5	OFF

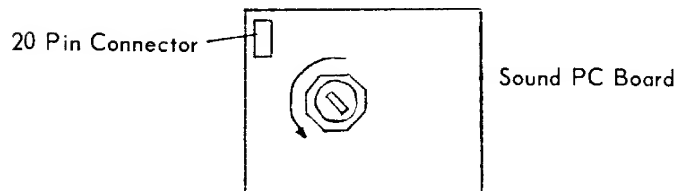
SW 6: PATTERN TEST

ENDLESS GAME	ON
NORMAL GAME	OFF

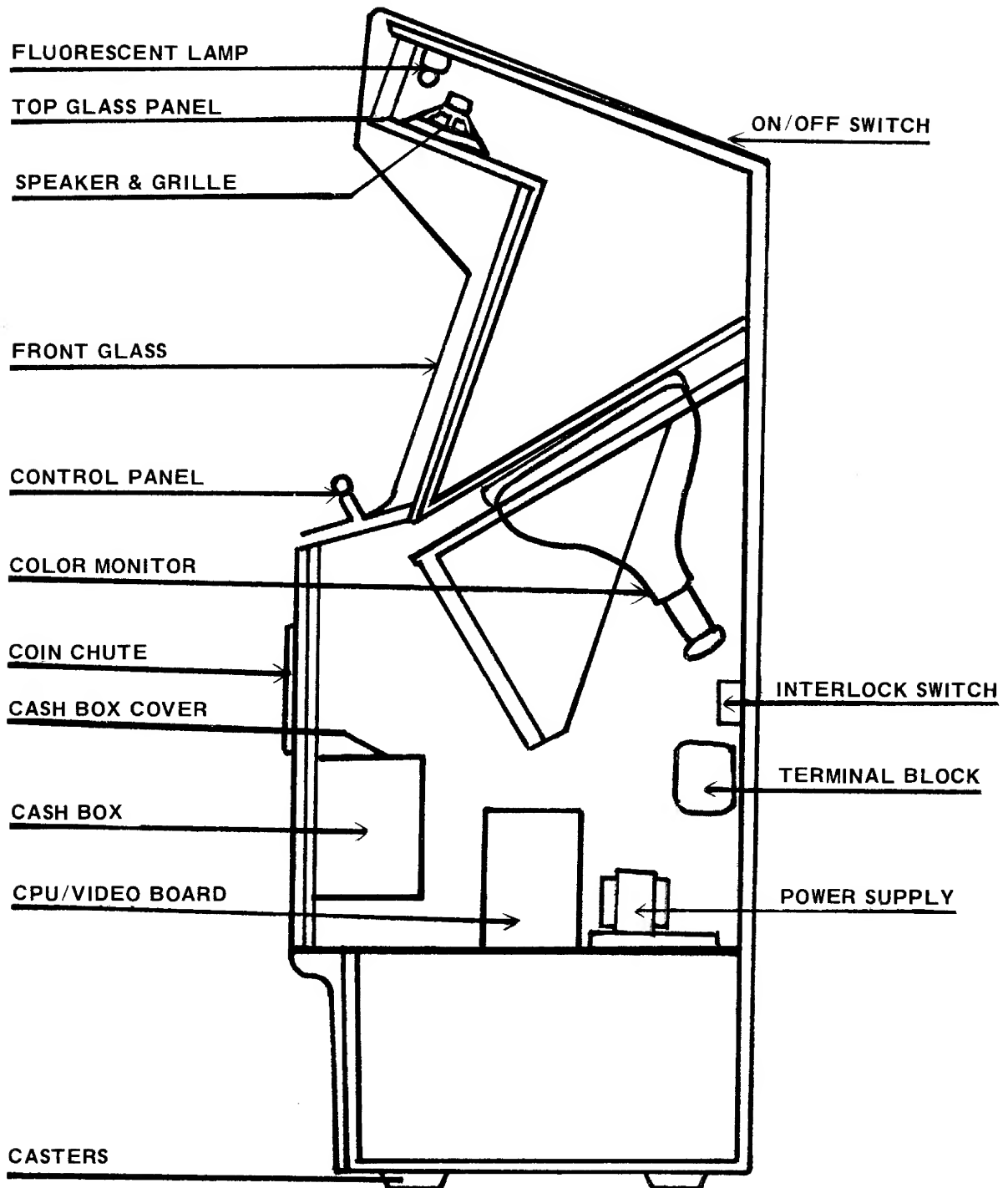
REMARK: Before main switch on
-Test pattern, After main switch on -
Endless game pattern.



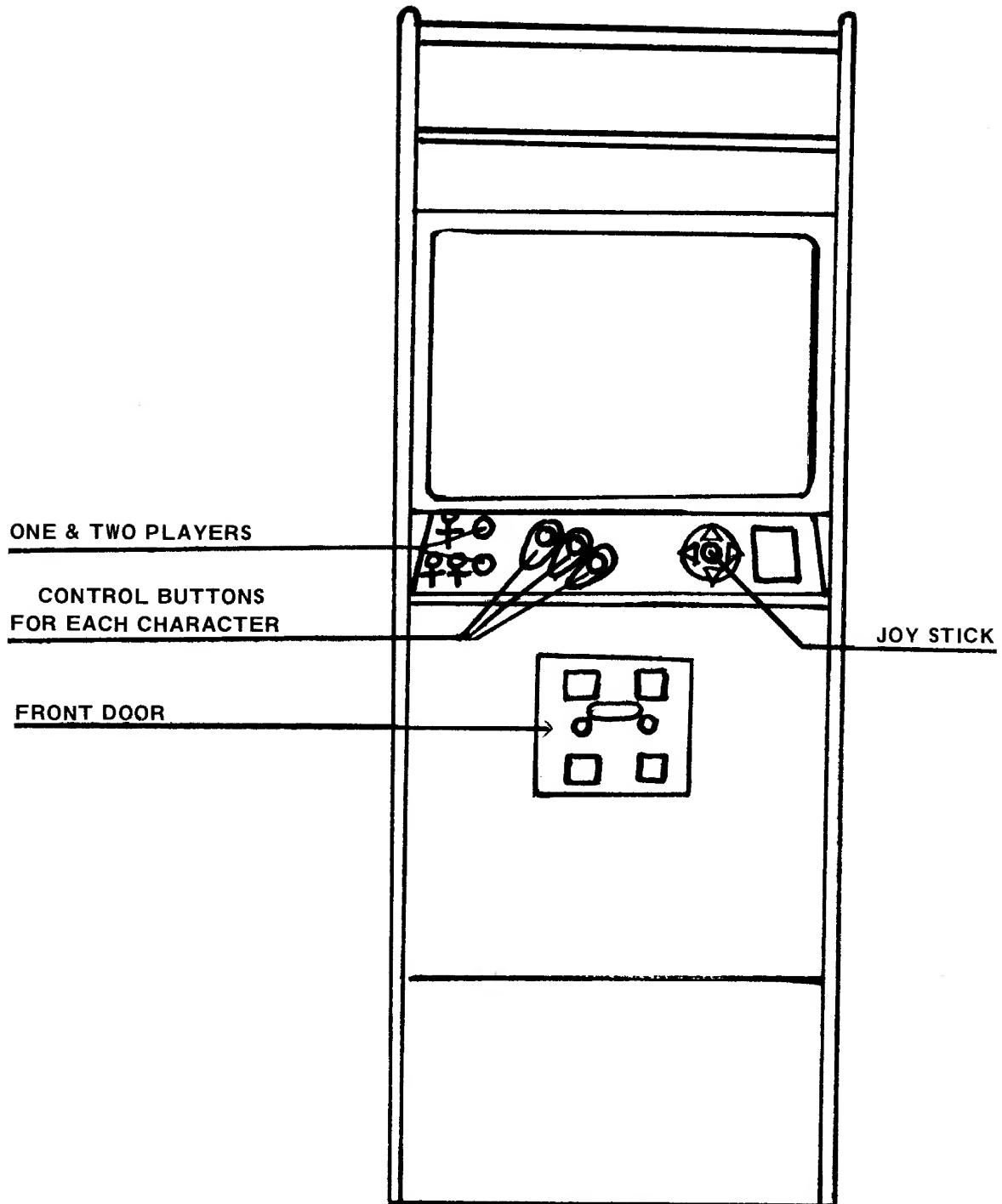
VOLUME ADJUSTMENT

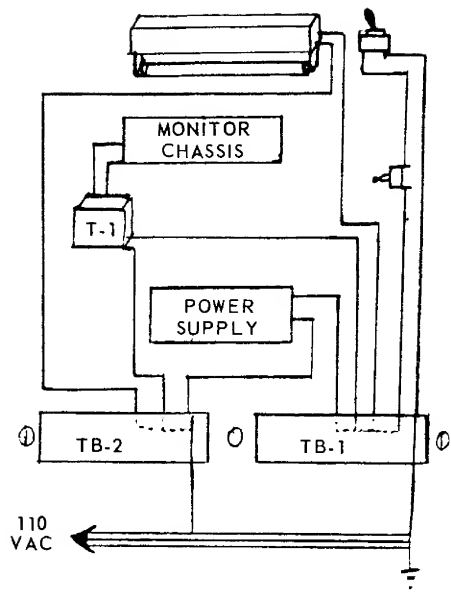


SIDE VIEW POSITION

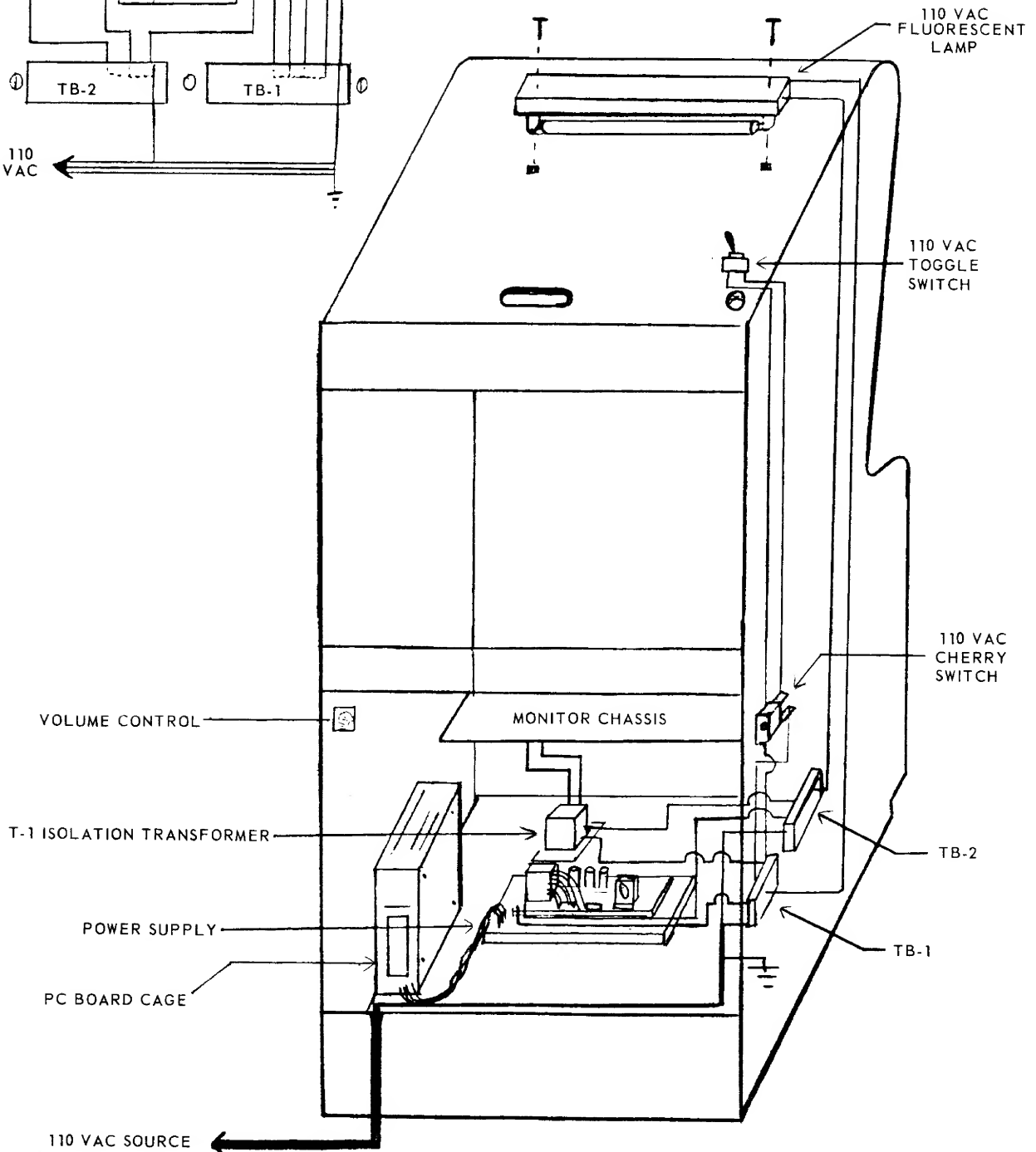


FRONT VIEW POSITION

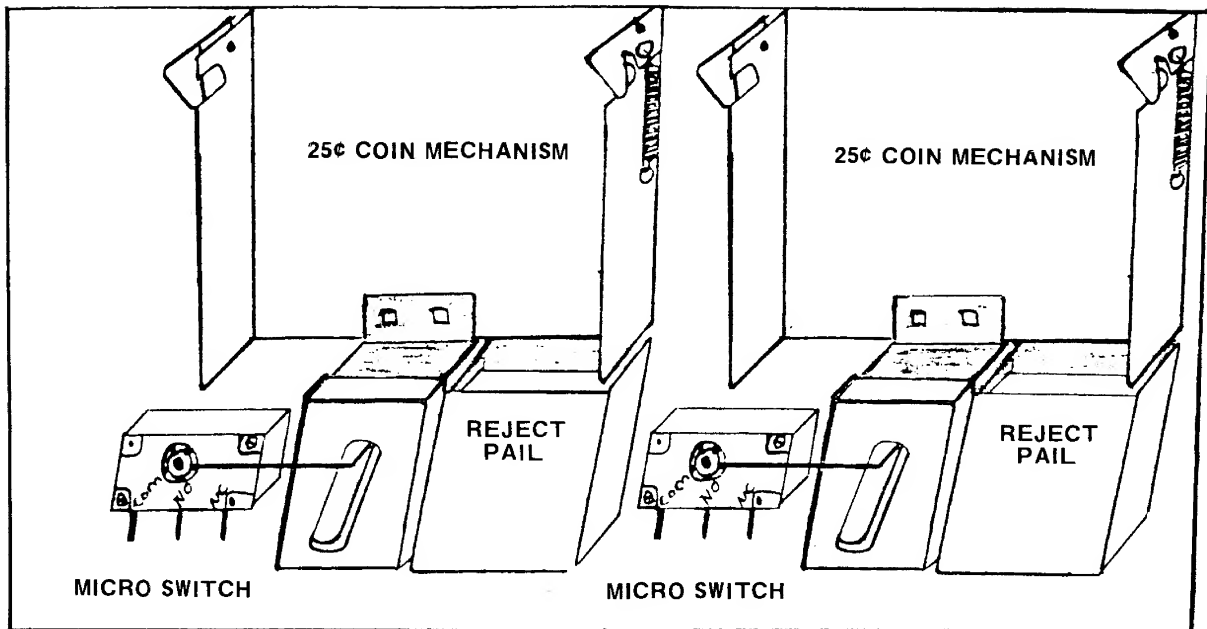




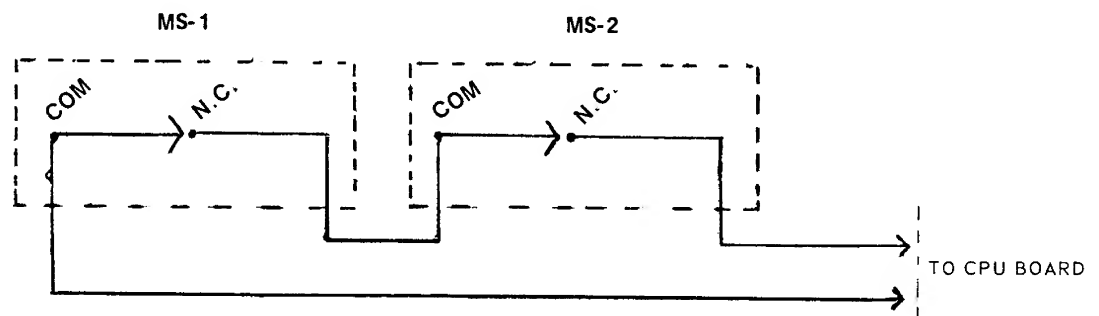
110 VAC LINE



COIN IN ASSEMBLY

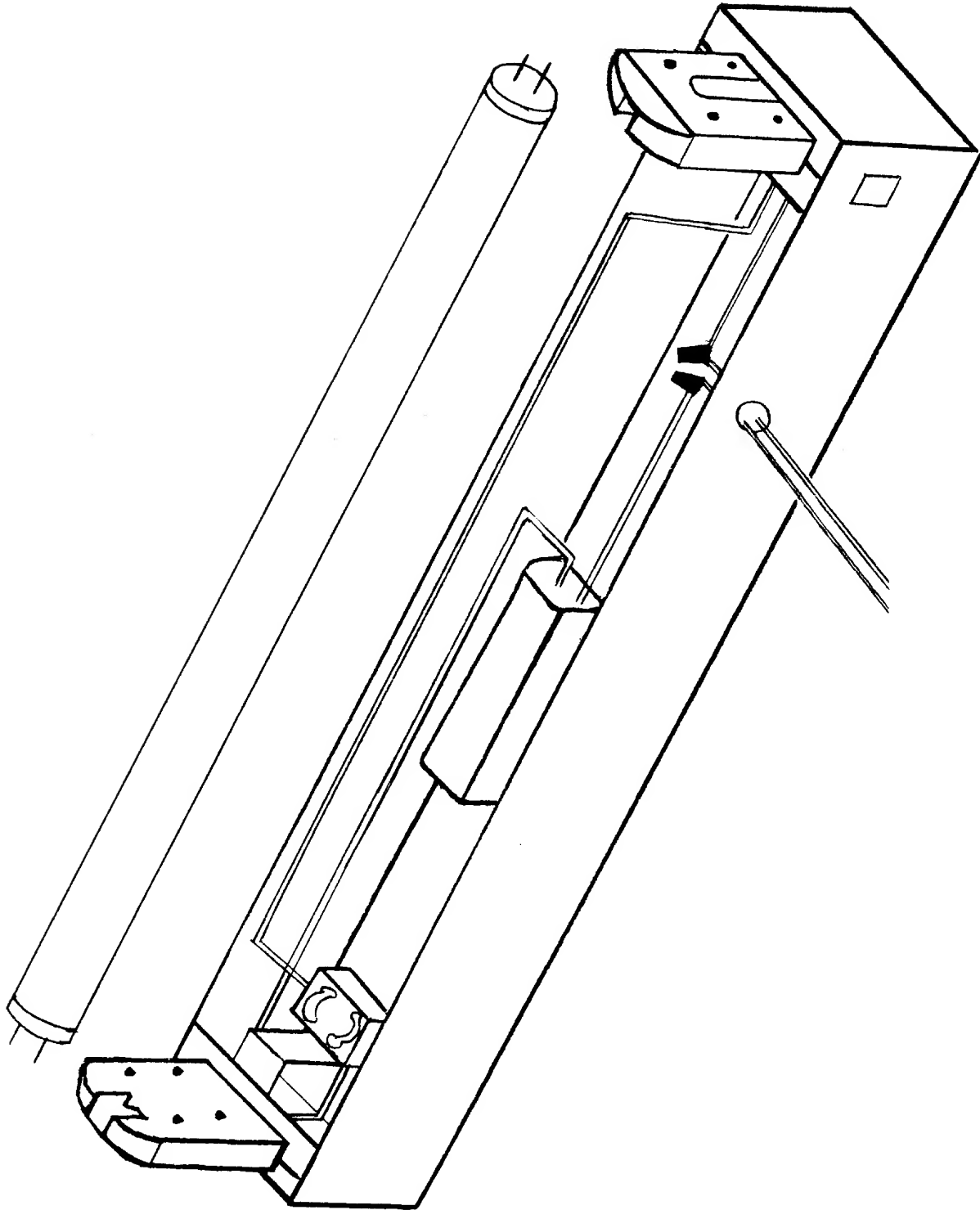


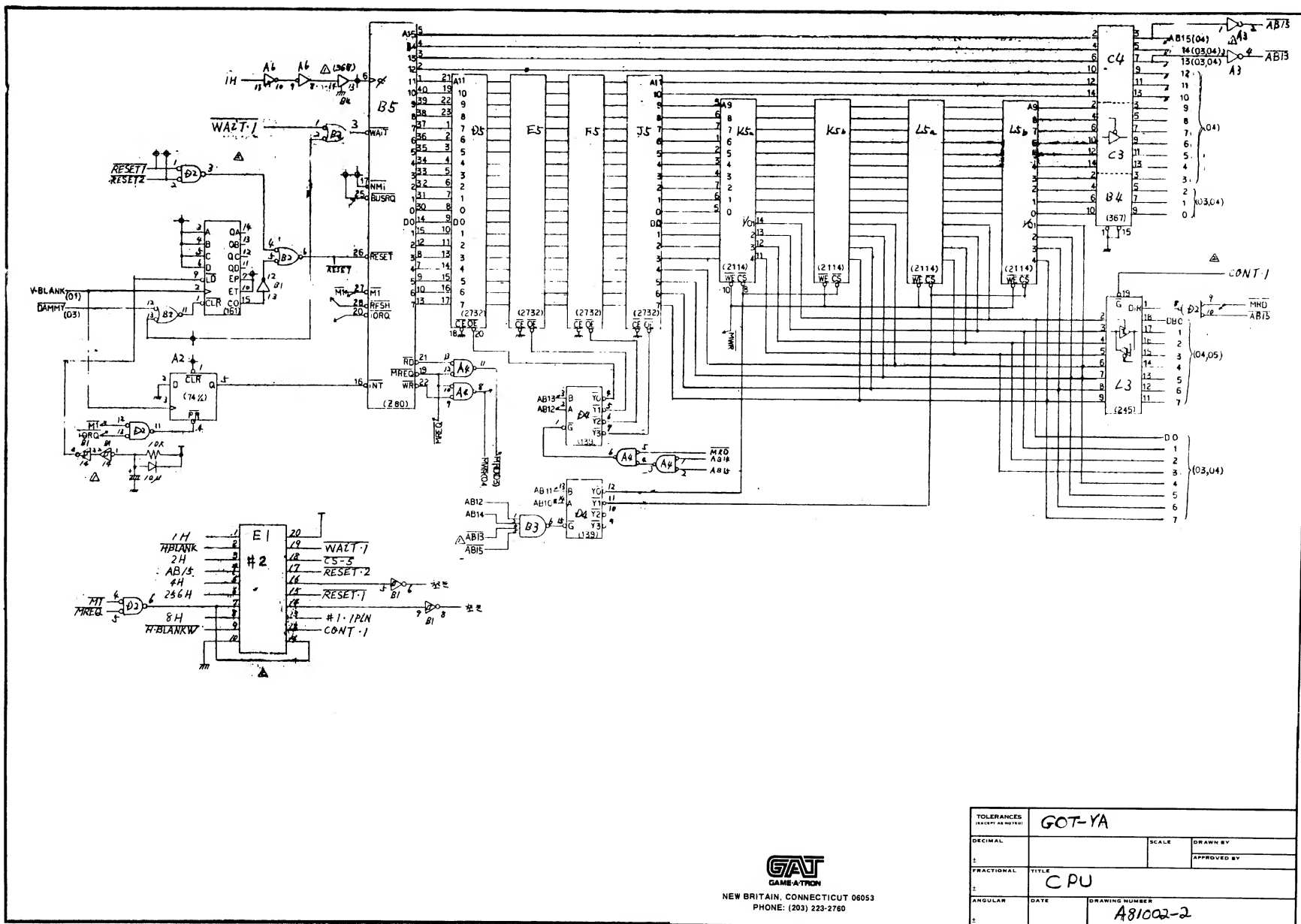
MICRO-SWITCH WIRING



N.C. NORMALLY CLOSED
M.S. MICRO SWITCH

FLUORESCENT FIXTURE ASSEMBLY

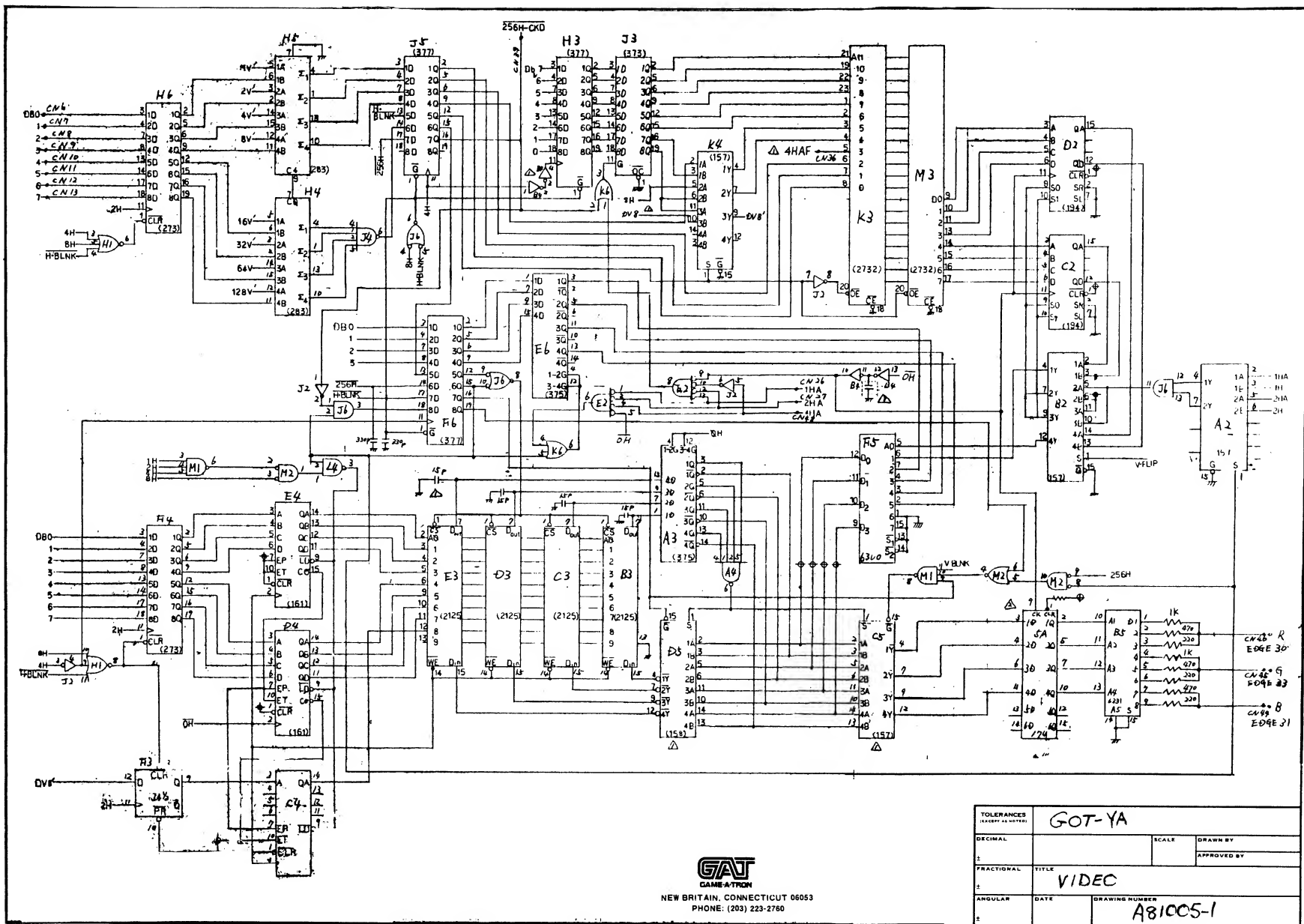


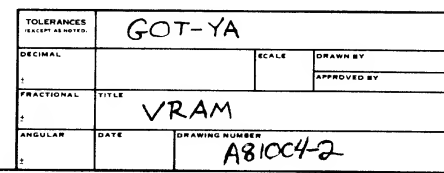


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GAME ACTION

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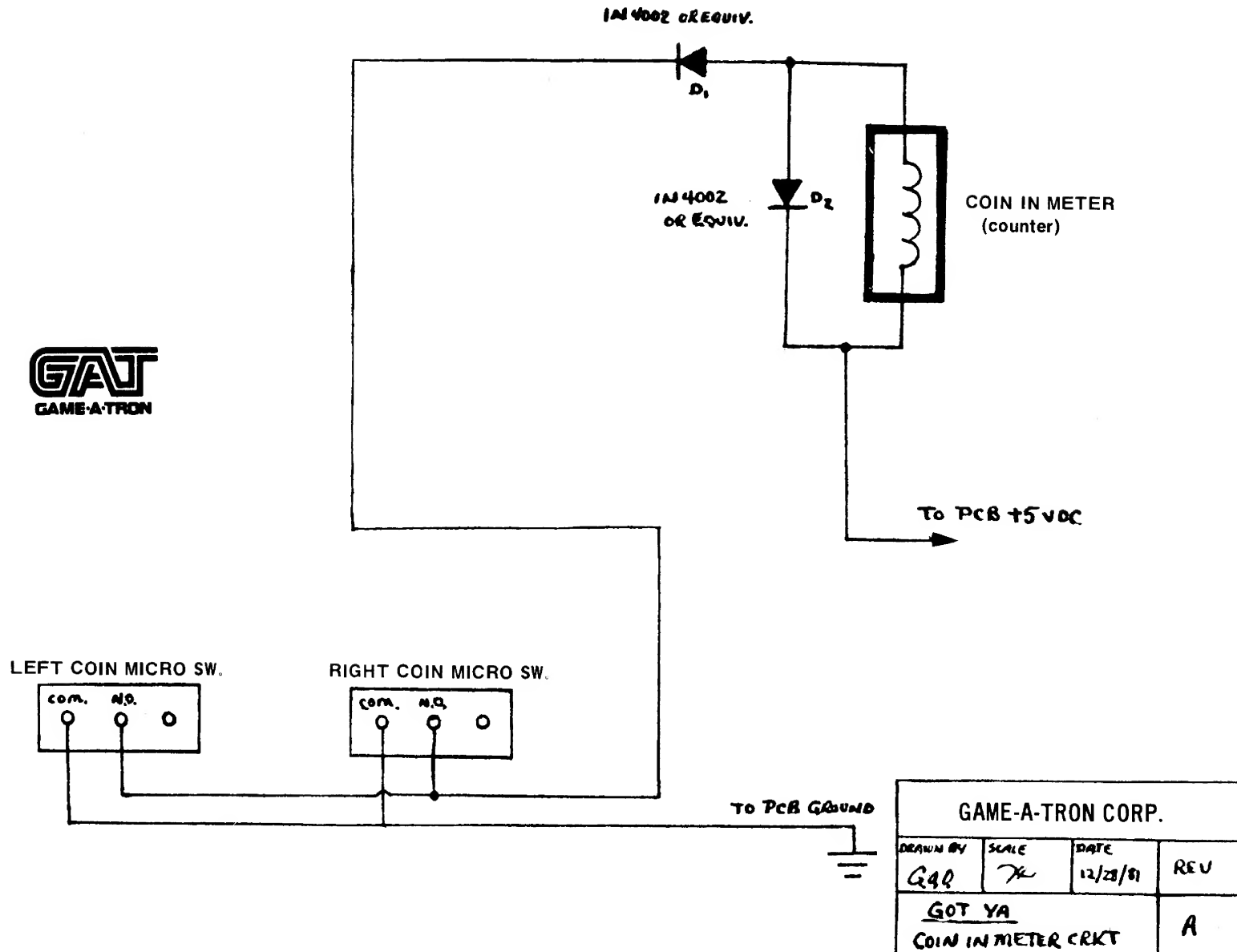
TOLERANCES (EXCEPT AS NOTED)			
DECIMAL		SCALE	DRAWN BY
FRACTIONAL			APPROVED BY
ANGULAR			
TITLE CPU			
DATE		DRAWING NUMBER	A81002-2



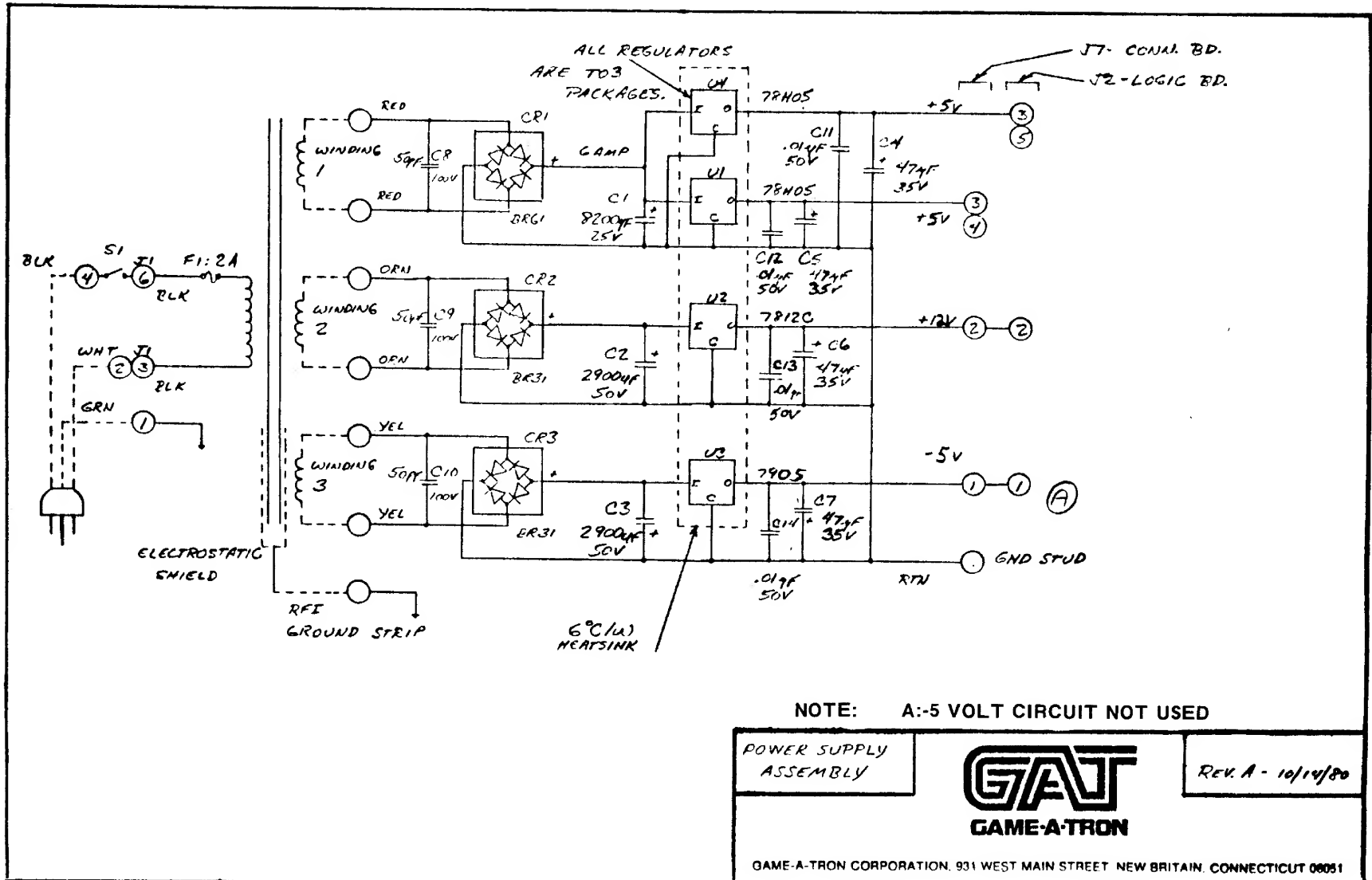


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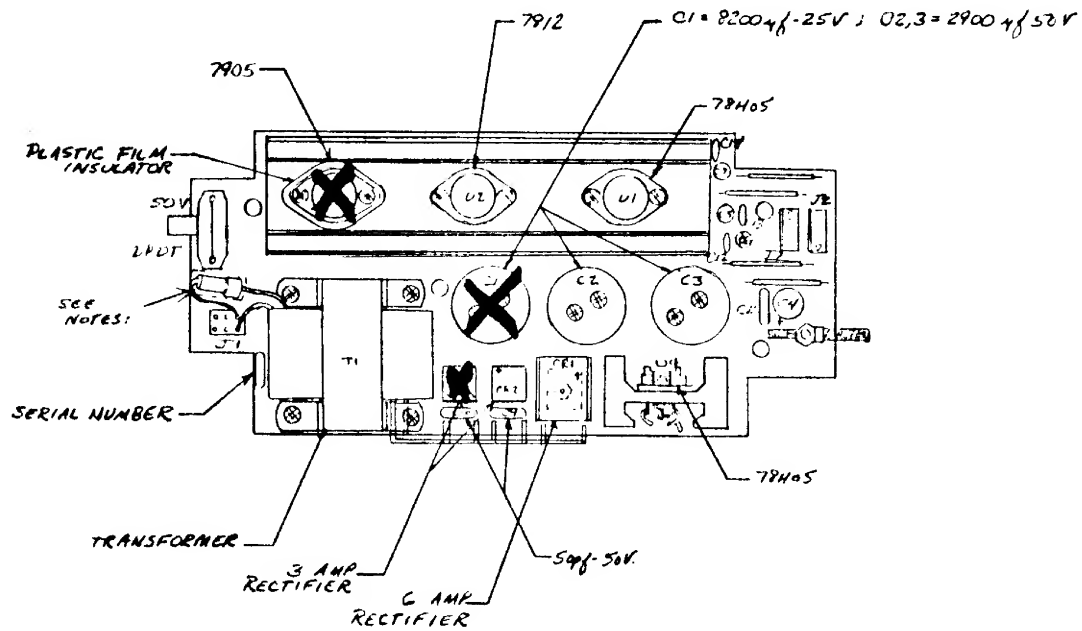
GOT-YA COIN COUNTER DIAGRAM



POWER SUPPLY ASSEMBLY



POWER SUPPLY LAYOUT



NOTES: C11-C14 - .01 μ f
C4-C7 - 47 μ f, 35V
FUSE - 2 AMP

POWER SUPPLY
LAYOUT

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REV. A. 10/14/80

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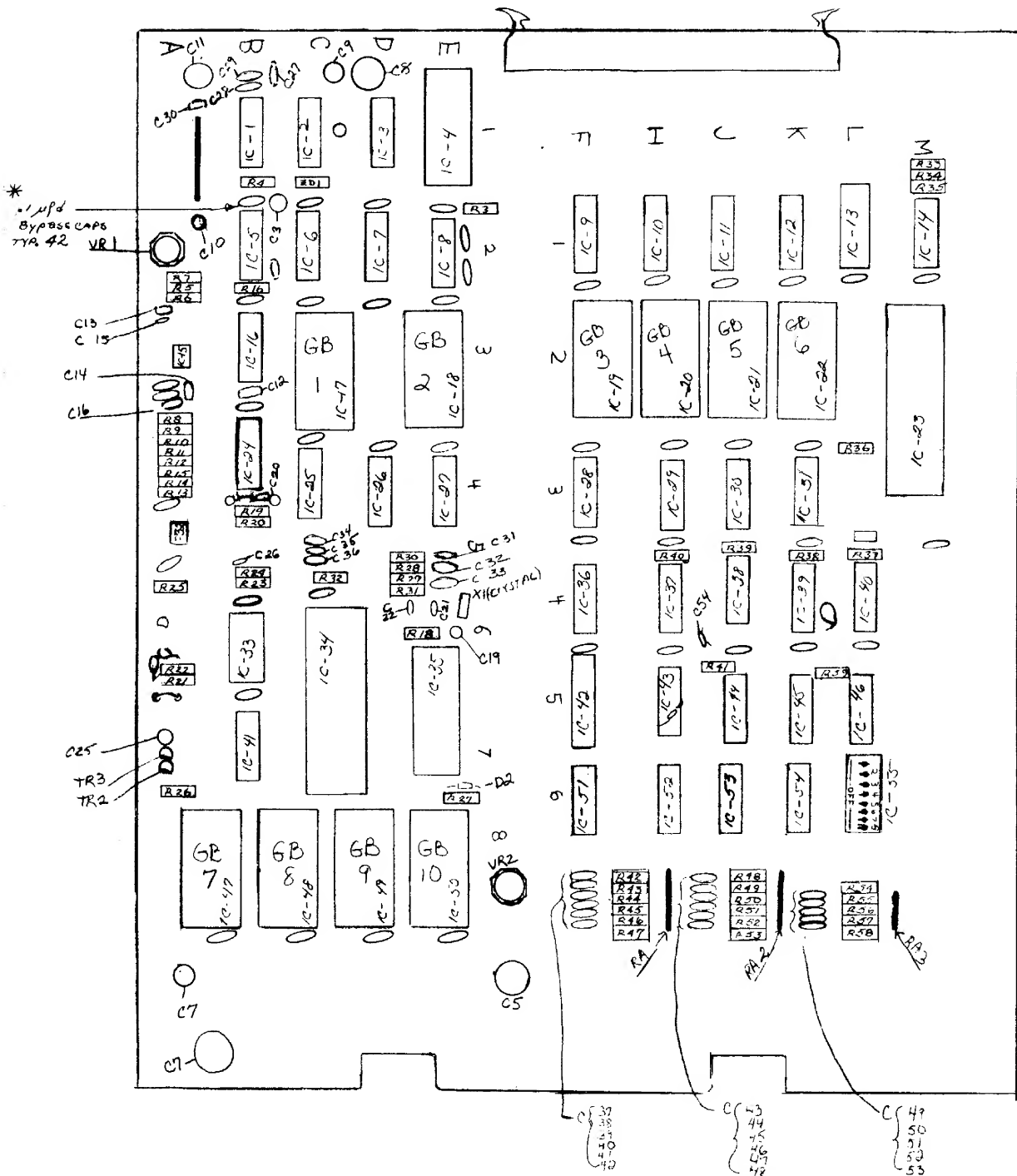
PART 3

TOP BOARD

C700 1006 (F1001)

GOT-YA

GAME-A-TRON 24 DEC. 1981



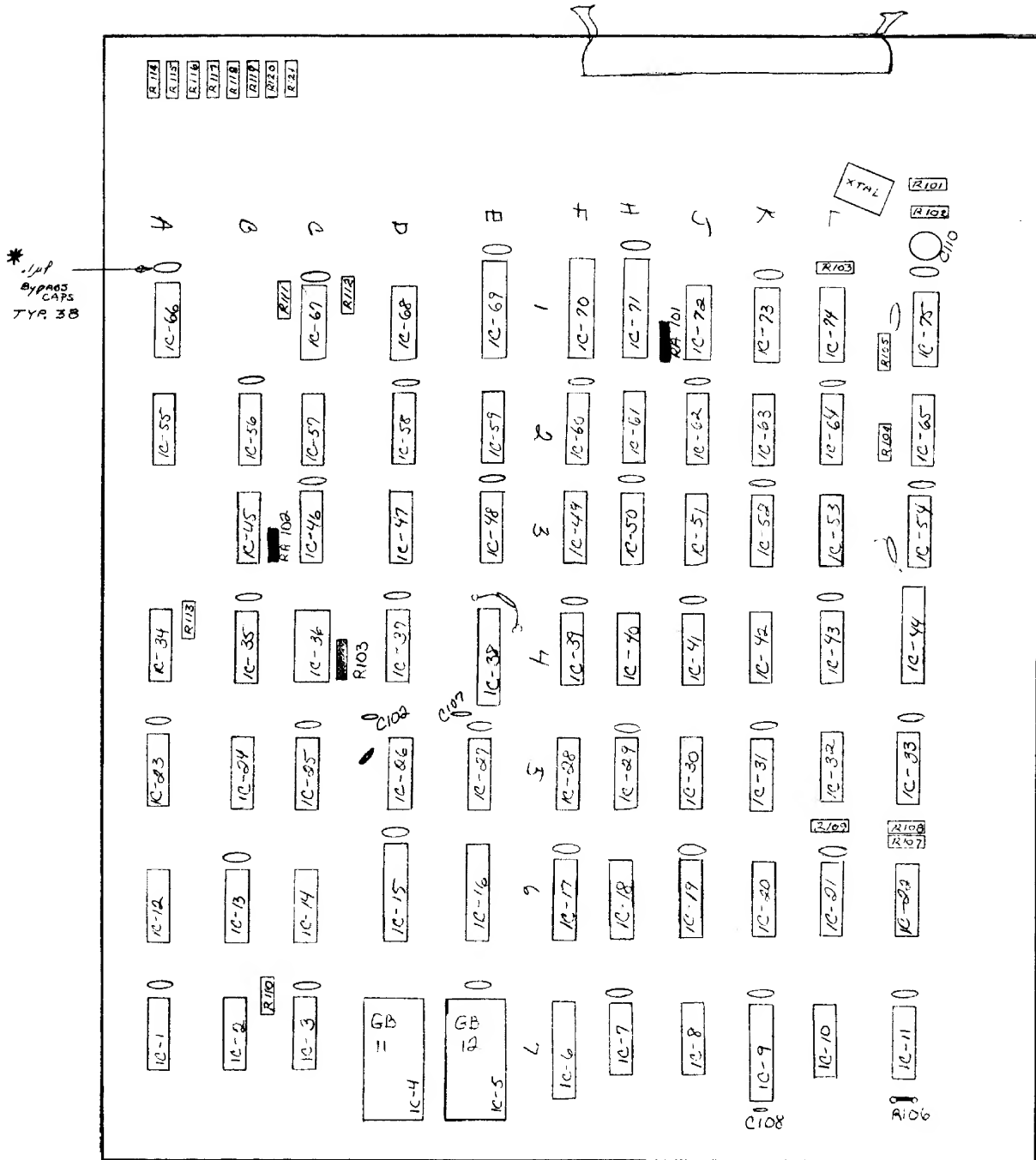
BOTTOM BOARD

C700 1007 (F1002)

GOT-YA

GAME-A-TRON

24 DEC. 1981



CPU BOARD NO. F1001 CHIP PACK PARTS LIST

QUAN.	LOCATION NUMBER	PART NUMBER
1	IC-1	74LS14
1	IC-2	74121
1	IC-3	74LS174
1	IC-4	8212
4	IC-5, IC-6, IC-29, IC-30	74LS32
2	IC-7, IC-39	74LS08
2	IC-8, IC-37	74LS74
4	IC-9, IC-10, IC-11, IC-12	2114
1	IC-13	8143
1	IC-14	74LS04
1	IC-15	UA741
1	IC-16	74LS383
2	IC-17, IC-18	2716
1	IC-27	74LS174
1	IC-23	D780C
2	IC-24, IC-46	74LS11
1	IC-25	7412
6	IC-26, IC-31, IC-51, IC-52, IC-53, IC-54	74LS367
8	IC-19, IC-20, IC-21, IC-22, IC-47, IC-48, IC-49, IC-50	2732
1	IC-28	74LS13P
1	IC-33	7910
1	IC-34	HD38882
1	IC-35	38880
1	IC-36	74LS20
1	IC-40	74LS14
1	IC-41	74LS138
1	IC-42	74LS373
1	IC-43	74LS139
1	IC-44	74LS00
1	IC-45	74LS02

VIDEO BOARD NO. F1002 CHIP PACK PARTS LIST

QUAN.	LOCATION NUMBER	PART NUMBER
7	IC-1, IC-12, IC-14, IC-39, IC-40, IC-41, IC-52	74LS157
2	IC-23, IC-32	74LS00
1	IC-34	74LS174
2	IC-2, IC-3	74LS194
2	IC-4, IC-5	2732
1	IC-6	74LS273
5	IC-7, IC-8, IC-61, IC-62, IC-63	74LS283
2	IC-9, IC-16	74LS377
2	IC-10, IC-21	74LS191
4	IC-11, IC-65, IC-74, IC-22	74LS74
2	IC-13, IC-60	74LS02
1	IC-15	74LS373
8	IC-17, IC-18, IC-19, IC-20, IC-28, IC-29, IC-30, IC-31	2114
2	IC-24, IC-33	74LS08
1	IC-25	M53225P
1	IC-26	74LS32
1	IC-27	74LS04
1	IC-35	74157
1	IC-36	MB7052
2	IC-37, IC-46	74LS375
1	IC-38	74LS377
1	IC-42	74LS138
1	IC-43	74LS11
1	IC-44	8143
1	IC-45	74LS158
1	IC-47	74LS20
1	IC-48	74LS27
1	IC-49	74LS32
2	IC-50, IC-51	74LS86
5	IC-53, IC-59, IC-64, IC-67, IC-68	74LS161
1	IC-54	74LS10
4	IC-55, IC-56, IC-57, IC-58	D2125
1	IC-66	8042
1	IC-69	74LS273
1	IC-70	74LS245
1	IC-71	74LS374
1	IC-72	74LS173
1	IC-73	74LS32
1	IC-75	74LS368